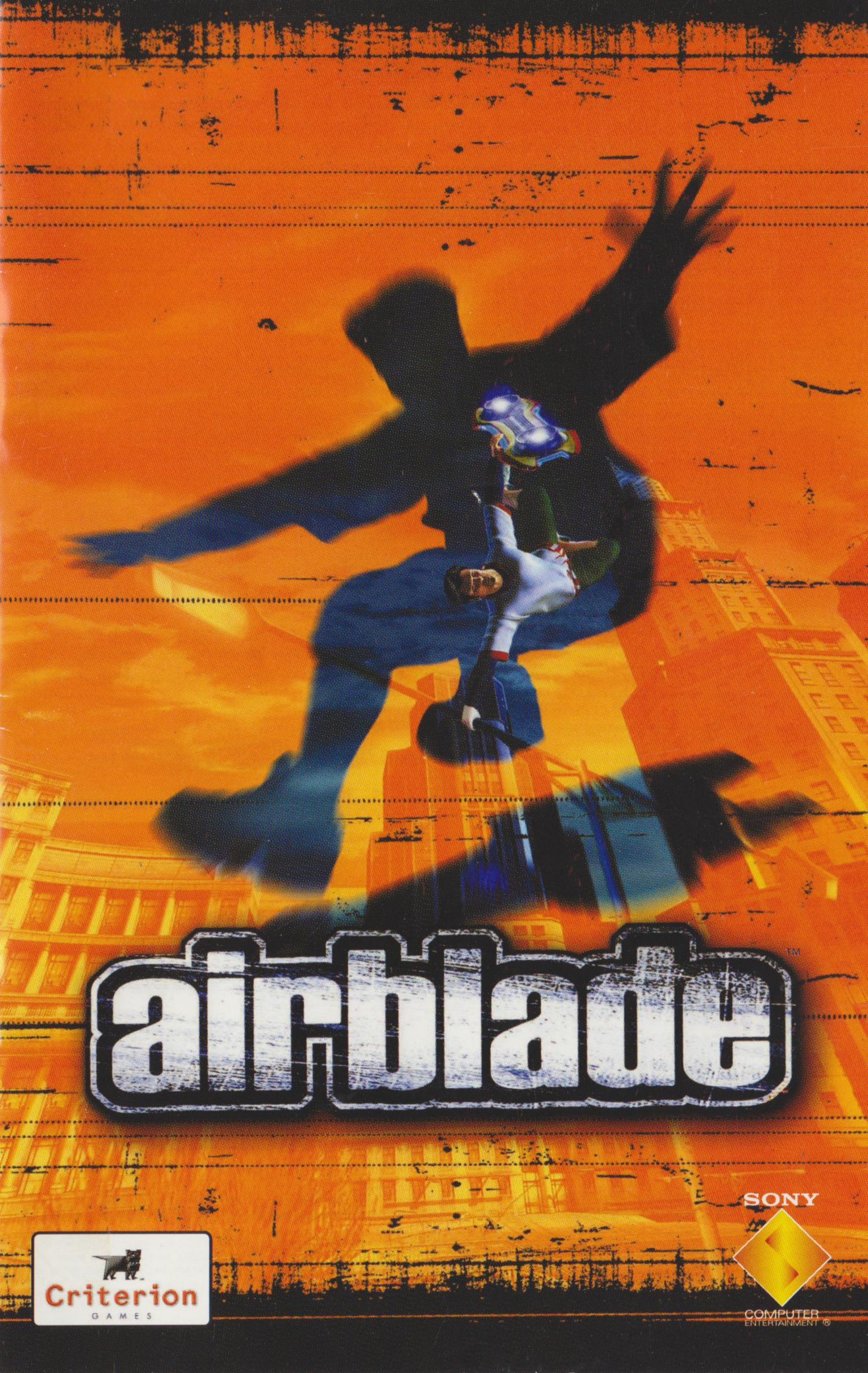




airblade™



SONY



COMPUTER
ENTERTAINMENT ©

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-50246-ANZ

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 60KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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airblade™

english

Ethan,

I think I may be about to have a big problem. If you're reading this, you'll have found the package I brought home from work, and the result of the project I've been working on over the last few months.

Whatever happens, don't let anyone else get their hands on it, and especially not anyone from the GCP. I know that sounds dramatic, but this is serious.

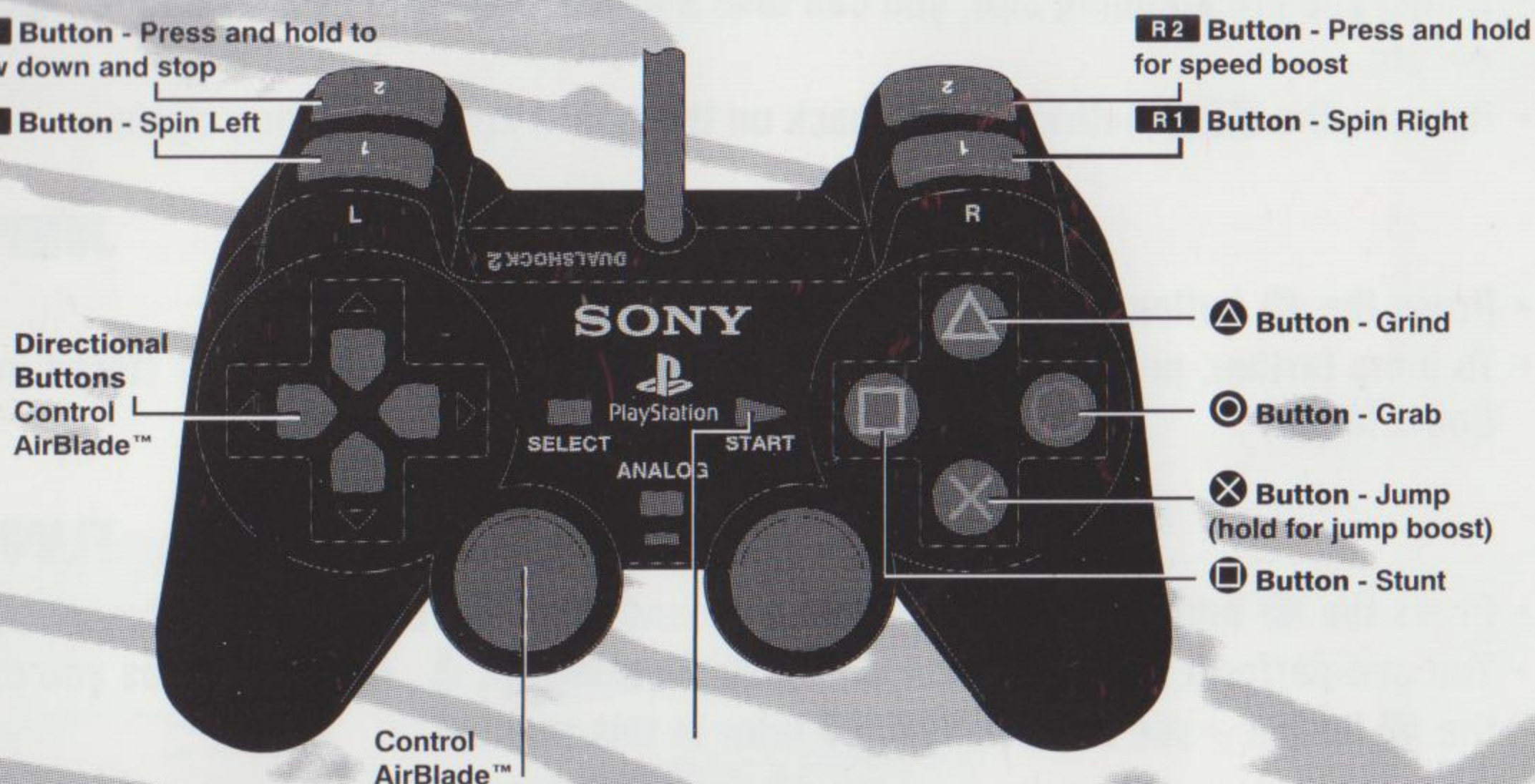
I've got a feeling you're going to need to use the contents of this package, so enclosed is a guide I've written for you.

Stay safe, and don't worry about me.

Oscar

THE AIRBLADE™ – A USER'S GUIDE

CONTROLS



THE AIRBLADE™ EFFECT

The AirBlade™ works by generating an energy field with electromagnetic properties. This field is visible as a permanent glow emanating from the underside of the board. Its force keeps the AirBlade™ above the ground and propels it forwards.

CONTROLLING THE AIRBLADE™

Although the AirBlade™'s basic control method is straightforward, there are a number of techniques you can use to help you get around.

TRAVELLING AT GROUND LEVEL DIRECTION CONTROL

- Press ← or → to steer.
- Press ↙ or ↘ to perform a slow, tight turn.
- Press ↓ to turn 180° and reverse your direction of travel.

SPEED CONTROL

- Providing it doesn't collide with anything, the AirBlade™ will automatically accelerate up to cruising speed.
- To increase your top speed, press the **R2** button. This uses up energy stored in the AirBlade™'s Boost Meter (see later in this guide for more info).

BRAKING

- Press the **L2** button to brake. If you keep the button held down, the AirBlade™ will come to a complete stop so you can step off it.
- Whilst you are standing still, you can take a look around you by pressing **↑**, **↓**, **←**, **→** etc.
- Release the **L2** button to step back on the board and get moving again.

JUMPING

- Press the **⊗** button to jump.
- To jump further, press and hold the **⊗** button. This will use up energy stored in the Boost Meter.

FLIPPING

- Press the **⊠** button to perform a basic ground-level flip trick.
- You can perform different types of flip by pressing **↑**, **↓**, **←**, **→** etc. as you press the **⊠** button – see the STUNT LIST later in this manual.

GRABBING

- You can perform grabs when in the air by pressing **↑**, **↓**, **←**, **→** etc. as you hold down the **⊙** button.
- To grab onto a horizontal or vertical pole, head towards it and press and hold the **⊙** button.
- Once you have grabbed the pole, you will start to spin round it (see below).

Spinning

- If you spin round a pole for too long, you'll be thrown off.
- You can switch direction whilst spinning by pressing the **L1** button or the **R1** button. This allows you to control the direction in which you jump off the pole.
- To let go of a pole, release the **⊙** button.

Skitch

- You can grab onto some vehicles by pressing the **⊙** button.
- To let go of vehicles, release the **⊙** button.

GRINDING

- Press the **△** button as you head towards a suitable object to grind on it.
- If you press **↑**, **↓**, **←**, **→** etc. as you press the **△** button you can perform different types of grind.
- To change the type mid-grind, press and hold the **⊗** button to jump and then press **↑**, **↓**, **←**, **→** etc. and the **△** button as you land.
- You can control your balance whilst grinding by pressing **←** or **→**.

- To grind on objects which are above the level of the AirBlade™, jump onto them by pressing the **X** button and then quickly press the **△** button.

Rotate while you are performing any trick, including grabs and grinds for extra points.

ROTATING

- Press the **L1** button or the **R1** button to rotate the AirBlade™ 180°. You will be facing in the same direction, but leading with the other foot.

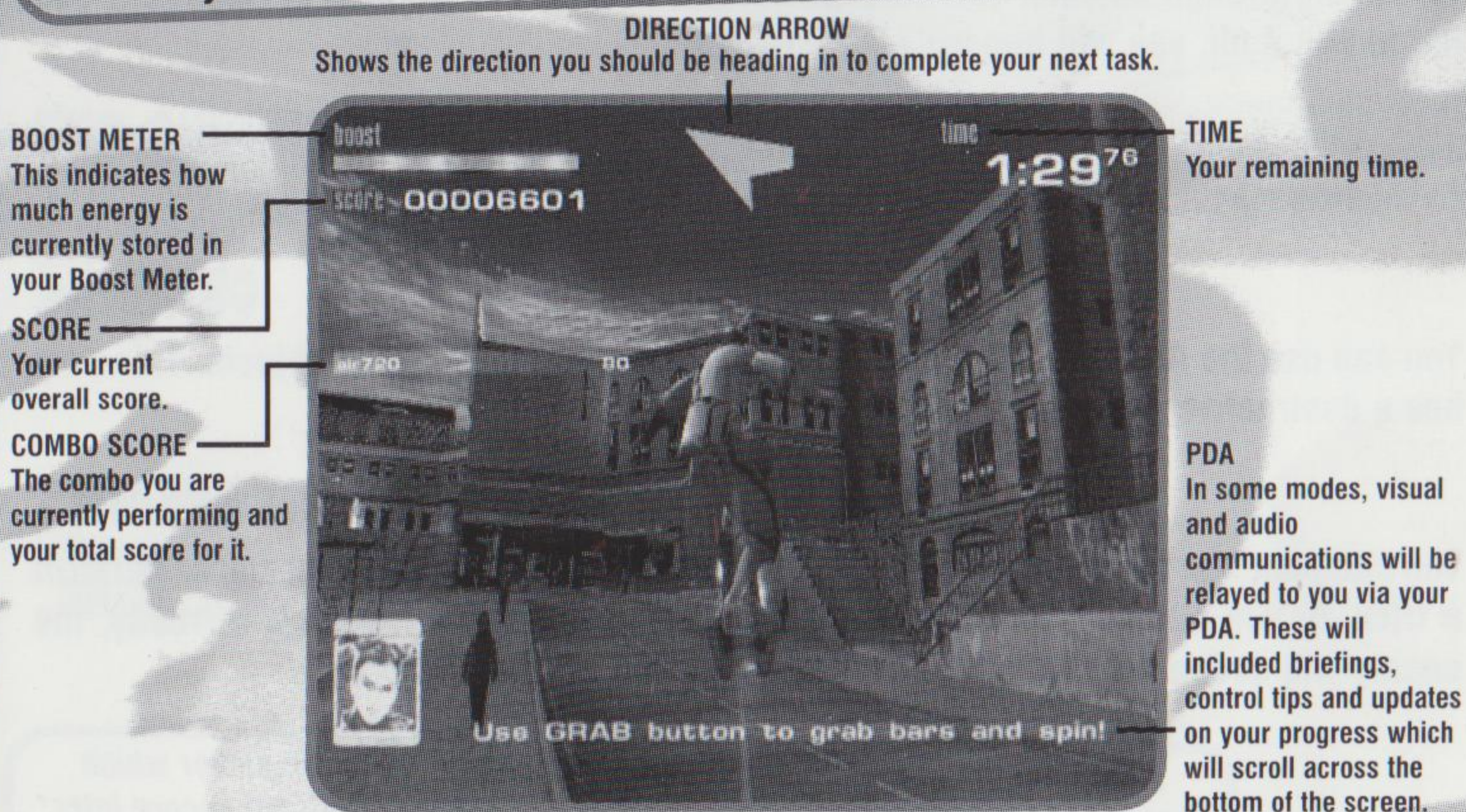
CONTROLLING THE AIRBLADE™ IN MID-AIR

The tricks you perform in mid-air will be different to the ones you perform at ground level. If you jump a far distance or fall from a great height, you can also perform Big Air tricks. See the STUNT LIST for more details.

THE GAMESCREEN

NOTE: this is the gamescreen you will see in Story Mode. It may vary slightly in other modes.

Story Mode objectives can be achieved in any order – you don't necessarily have to follow the arrow.



Keep your boost meter topped up by performing easy tricks in between combos and mission tasks.

THE BOOST METER

The Boost Meter allows you to store energy produced by the AirBlade™ when tricking. You can then use this energy to perform speed boosts and increase your jump distance.

The stored energy is shown as a blue bar in the Boost Meter, which is in the top left hand corner of the screen. To use the energy for a speed boost, press and hold the **R2** button. Or, to increase your jump distance, keep the **X** button held down as you jump. The AirBlade™ will emit a trail effect and the meter will begin to empty. Release the **R2** or **X** button to end the boost.

The amount of energy you accumulate during each surge depends on the kind of stunt you are performing. For example, small ground tricks will only increase the level of the Boost Meter slightly, but a long combo of Big Air tricks could fill it completely.

It's not possible to drain and charge the Boost Meter simultaneously. So, if you are performing a trick, you can't activate a speed boost or power jump until after you've landed. If you are using the Boost Meter for extra speed or jump distance, and then perform a trick, the Boost Meter will automatically stop releasing energy.

THE ENERGY SURGE

When the AirBlade™ performs fast, dramatic manoeuvres, a surge is caused in its energy field, intensifying its glow and creating a light trail. You can use this electromagnetic effect to destroy certain objects in Story Mode.

TRICKING-THROUGH

To smash through objects, you must perform a trick at the moment of impact. If you fail to pull it off, you will bounce off the object.

SPINNING-OUT

To destroy some objects, such as poles, you need to grab them and spin.

GRINDING

You can use the AirBlade™'s energy field to grind along the edge of objects. This only has a destructive effect on a few objects.

KNOCKING OUT ENEMIES

You can also use the power surge effect to knock your enemies unconscious. Perform a trick as you collide with them to do this. If you don't pull the trick correctly, the enemy will dodge out of the way or may knock you off the AirBlade™.

Repeating the same tricks gets you fewer points. Try to remember which tricks you have already used in a level so you can maximise your score later.

Look for long routes around a level, using grinds and poles – these routes are the key to performing well in Score Attack Mode and earning top grades in Story Mode.

SCORING

As a general rule, the more difficult a trick is to perform, the more points you will earn if you pull it off. However, there are lots of other ways in which to maximise your score.

COMBOS

If you manage to perform a combo - a series of tricks linked together - and land without crashing, your total score will be the sum of the points for each trick, multiplied by the number of tricks in the combo. For example, say you perform a combo of 3 different tricks worth 200 points each. You will earn $200 + 200 + 200 = 600$, multiplied by the number of tricks (3) = 1800 points.

However, if you repeat a trick that you have already performed in a level, you will receive fewer points for it. So, if all 3 tricks in your combo were the same, you would score less. The least amount of points you can get for a trick is 10% of the original score.

GRADES

At the end of each level in Story Mode, you will be awarded a grade from A to D. Or, if you have performed spectacularly well, you will receive an S grade. Grading is based on your trick score, completion time, number of falls and best combo. Statistics displayed in red indicate the areas you need to work on most.

STUNT LIST

To perform these tricks, you need to press the button combos listed here in quick succession.

GROUND BASIC TRICKS

Kickit	□ button
Impossible	→ + □ button
Tailwhip	← + □ button
Kickflip	↑ + □ button
Reevflip	↓ + □ button
Grabplant	→, → + □ button
Spinplant	←, ← + □ button
Relapse	↓, ↓ + □ button
Upandover	↑, ↑ + □ button

Remember, the longer the combo, the more points you will get, but if you crash you won't receive any.

AIR BASIC TRICKS

Kickit 540	□ button
Varial	→ + □ button
Rockit	← + □ button
Copter	↓ + □ button
Airwalk	↑ + □ button
Front-Gyro	→, → + □ button
Back-Gyro	←, ← + □ button
Flippit	↑, ↑ + □ button
Handspring	↓, ↓ + □ button

Learn which tricks are easy to land and try to use these at the end of your combos.

AIR TRICKS

Leftflip	→, ← then □ button
Rightflip	←, → then □ button
Frontflip	↑, ↓ then □ button
Backflip	↓, ↑ then □ button

BIG AIR TRICKS

Overhead	→, ←, → then □ button
Suicide	←, →, ← then □ button
Boardstand	↑, ↓, ↑ then □ button
Dropout	↓, ↑, ↓ then □ button

GRABS

Frontside	→ + ○ button
Backside	← + ○ button
Nosegrab	↑ + ○ button
Tailgrab	↓ + ○ button

GRINDS

Edgewalk	△ button
Cross-Up	→ + △ button
Wildslide	← + △ button
Nosegrind	↑ + △ button
Tailgrind	↓ + △ button
Handstand	↑, ↑ + △ button
Freestyle	↓, ↓ + △ button

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the △ button and the disc tray will open. Place the AIRBLADE™ disc on the disc tray with the label side facing up. Press the △ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved AIRBLADE™ games. Make sure there is enough free space on your Memory Card before commencing play – you will need a minimum of 60KB.

Previously saved data will be auto-loaded as the game boots up. The game will check both MEMORY CARD slot 1 and MEMORY CARD slot 2 and load the most recently saved data. If you want to load other data, this may be done from the Options Menu, or by selecting LOAD GAME from the Single Player Menu.

LANGUAGE SELECT

The default language for AIRBLADE™ is English. To choose a different language, you need to change the language setting on your console's browser. Refer to the console instruction manual for details of how to do this.

PLEASE NOTE: if your browser is set to Portuguese, Spanish will be used as the default language.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick. In order to use the left analog stick, the Analog Controller (DUALSHOCK®2) should be in analog mode (mode indicator: Red).

PLEASE NOTE: AIRBLADE™ only supports the Analog Controller (DUALSHOCK®2). You cannot use a digital controller.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **△** button.

MAIN MENU

At the title screen, press the **▶** START button to access the Main Menu. You can then choose from the following options:

- SINGLE PLAYER** - play a one player game.
- MULTIPLAYER** - play a game for two or more players.
- OPTIONS** - adjust the game settings.
- ADDITIONAL FEATURES** - access the special bonus features.

SINGLE PLAYER

Select this option to begin or continue a single player game.

GAME SELECT

Choose **NEW GAME**, **LOAD GAME** or **CONTINUE GAME**.

NEW GAME

Select this option to start a new game. You will be asked to select a Memory Card to save game data to, and then a save file. (If you don't want to create a save file, select the bottom option - **CONTINUE WITHOUT SAVING GAME**. You can always save the game later from the Options Menu.)

If you have selected an empty save file, a Name Input screen will be displayed. Give the file a name by highlighting each letter and pressing the **⊗** button (select **DEL** to delete letters).

If you have chosen a file that already has data saved to it, you will need to confirm that you want to overwrite it by selecting **YES** when prompted. You can then rename the file on the Name Input screen if you wish.

Select **END** when you have finished naming the file. When the "**SAVE SUCCESSFUL**" message is displayed, press the **⊗** button to access the Single Player Menu.

LOAD GAME

To load a game you have previously saved to Memory Card, first select the correct **MEMORY CARD** slot, and then the save file you want to load. You may need to select **YES** to confirm, as any unsaved data from your current session will be lost. When the message "**LOAD SUCCESSFUL**" is displayed, press the **⊗** button to continue.

CONTINUE GAME

If you have previously saved game data to Memory Card, the most recently saved game file will be automatically loaded on startup. You can then select the CONTINUE GAME option to continue your game without having to manually load your save. Information about the currently loaded game is displayed on the right hand side of the screen.

SINGLE PLAYER MENU

Watch the cut scenes to make sure you know what your next mission will be. If you have seen a cut scene before and are viewing it again, you can skip it by pressing the  button once the prompt is displayed onscreen.

STORY MODE

This is a mission-based mode where you have to use your boarding skills to rescue your friend Oscar and take on the GCP corporation. Perform well and you can unlock levels and extra playable characters for play in other modes.

When you complete a level, a level completion screen will be displayed, showing your time, number of falls, best combo, stunt score and grade (see the SCORING section of this manual for more info). Press the  button to continue. If you have set up a save file, your progress will be automatically saved. You can then choose to CONTINUE GAME, REPLAY LEVEL or QUIT (if you select QUIT you must then select YES to confirm).

Completing Story Mode will unlock an even greater challenge...

SCORE ATTACK

You can improve your skills and earn a place on the High Score table in this mode.

Select your character by pressing  or . You also can choose their outfit by pressing  or . When you are done, press the  button and select the level you want to play on – you can choose from any of the levels you have previously unlocked in Story Mode. You then have two minutes in your chosen level to score as many points as possible.

When your time is up, your score will be displayed. If you have done well, you can enter your name on the High Scores table (in the same way as you would on the Name Input screen, explained in the NEW GAME section of this manual). The updated High Scores Table will then be displayed. Press the  button to continue and your score will be automatically saved. You can then choose to REPLAY LEVEL or QUIT and return to the Main Menu.

FREESTYLE

This mode gives you unlimited time to explore the levels you have unlocked in Story Mode. Choose your character and level in the same way as you would for Score Attack Mode. When you want to exit, press the  button and select QUIT from the Pause Menu.

TRAINING

This is a short training course in controlling your AirBlade™ and performing basic moves. Kat will take you through the challenges via your PDA. At the end of the course, the message "TRAINING COMPLETE" will be displayed. Press the ⊗ button to return to the Main Menu.

Exploit the routes and combos that you learn in Single Player Mode to beat your opponents in multiplayer games.

MULTIPLAYER

In all the Multiplayer modes apart from Party, Player 1 must select their character followed by Player 2. Player 1 should then select the level from any that have been previously unlocked in Story Mode. (In Party Mode, all players must play as Ethan, and levels will be selected at random.)

SCORE ATTACK



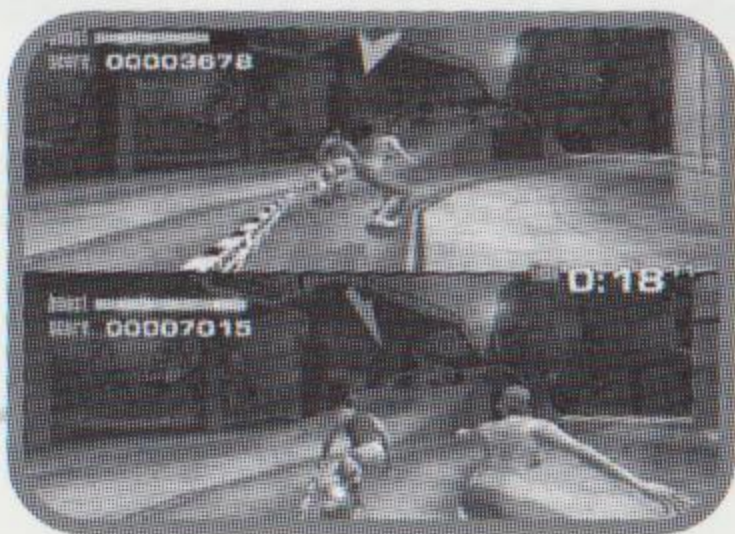
The multiplayer Score Attack Mode has the same rules as the Single Player version, but is played on a split-screen by two opponents. When time is up, both players' scores will be displayed. Player 1 should then press the ⊗ button to show the current number of wins per player. If there is a draw, neither player is credited with a win on their score tally.

TRICK LIST



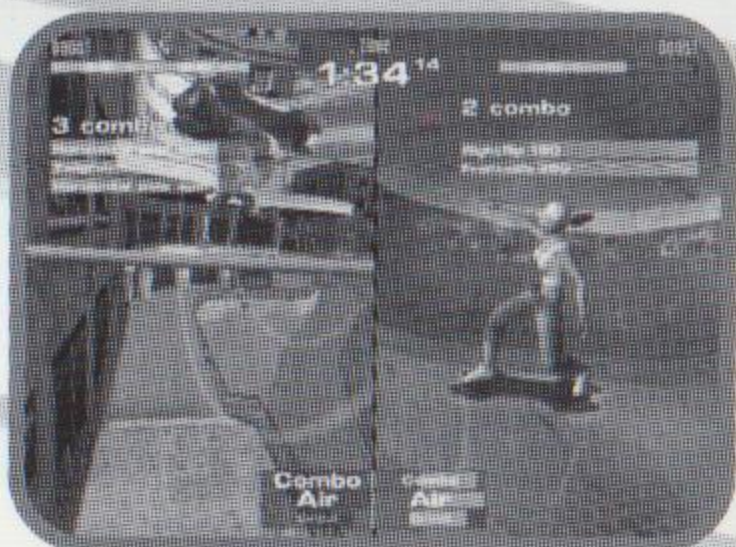
In this mode, the name of a trick, combo or action will scroll across the screen. Each player must try to perform the move before their opponent. The first player to complete it will score the points for the move, and the loser will not receive any. If neither player can complete the challenge in time, neither will score any points. Challenges are chosen at random and increase in difficulty as you complete them.

RIBBON TAG



At the beginning of a Ribbon Tag level, both players are an equal distance from a piece of ribbon. Who ever grabs it first must try to keep it out of reach of their opponent. The ribbon trail will increase in length the longer a player has it. If the other player captures it, it will return to its original length. Players rack up points for having the ribbon in their possession, so the longer you keep it for, the more you score. No points are earned for performing tricks.

SHOW OFF



In this mode, players compete to see who can get the biggest air and perform the best combos and grinds. These three categories are displayed as bars on the right hand side of the screen. When a player performs a combo or grind, or gets air by jumping or falling, the relevant bar will move into their half of the screen. The more difficult the action, the further the bar will move. If a bar turns red, it means Player 1 is winning in that category; if it goes blue, it means Player 2 is winning.

PARTY MODE



This mode allows up to eight players to participate in a knockout competition. First select the number of players and assign each player a number. The message "Player 1 – Get Ready!" will then be displayed. Press the **X** button to start the level. Player 1 then has one minute to score as many points as possible. When the time is up, Player 1's score will be displayed. Player 2 should take the controller and press the **X** button to begin their turn.

This continues until all the players have competed. The round results will then be displayed, and the player with the lowest score will be eliminated. Press the **X** button to begin the next round, after which another player will be eliminated. Play continues until only one winner remains, so the number of rounds depends on the number of players.

OPTIONS

You can customise the game settings to your own preferences here.

SOUND SETTINGS

MUSIC VOLUME

Press **←** or **→** to adjust the volume of the in-game music.

EFFECTS VOLUME

Press **←** or **→** to adjust the volume of the sound effects.

OUTPUT

Select STEREO, MONO or DOLBY SURROUND according to the output your TV supports.

CONTROLLER SETTINGS

First select the controller you want to adjust the settings for – the one in CONTROLLER PORT 1 or CONTROLLER PORT 2.

VIBRATION

Press **←** or **→** to turn the vibration function of your Analog Controller (DUALSHOCK®2) ON or OFF.

CONTROLS

Select this option to view the controller configuration.

DISPLAY SETTINGS

WIDE SCREEN

Choose 16:9 if you have a wide screen TV. Otherwise select 4:3.

SPLIT DIRECTION

Select HORIZONTAL or VERTICAL split screen for two player games.

SCREEN CALIBRATION

To adjust the horizontal position of the screen, select HORIZONTAL and press **←** or **→**. To change the vertical position, select VERTICAL and press **←** to move it up and **→** to move it down.

SAVE GAME

To save your game, first select the correct MEMORY CARD slot and then the file you want to save to. You can create a new save file or overwrite an old one – see NEW GAME in the SINGLE PLAYER section of this manual.

LOAD GAME

This is also explained in the SINGLE PLAYER section of this manual.

HIGH SCORES

Press **↑** or **↓** to scroll through the high scores for different levels. When you're done, press the **△** button.

RESET TO DEFAULTS

Select this option to cancel any changes you have made and restore the default settings. You need to select YES to confirm.

ADDITIONAL FEATURES

Select this option to access a range of special bonus features, including a video about the making of AIRBLADE™.

PAUSE MENU

Press the  button in any game mode to pause the game and display this menu.

CONTINUE

Select this option to return to the game.

STUNT LIST

This displays the button combos you need to press to perform tricks. Press  or  to toggle between the different types.

OBJECTIVES

This option is only available in Story Mode. It displays your current known objectives and progress. For example, "Billboard 1/4" means you have found out that your mission is to destroy four billboards, and you have three more to go.

OPTIONS

Select this to adjust the sound or controller settings, as explained earlier in this manual.

RESTART

If you want to start a level again from the beginning, select this option and then choose YES to confirm.

QUIT

Select this to quit and return to the Main Menu. Again, you must select YES to confirm.

PROFILES

ETHAN PALMER



Ethan's laid-back attitude and relaxed outlook make him a reluctant hero. He is a highly skilled skateboarder, and occasionally makes a living out of it as a courier. A long rap sheet of traffic violations make him pretty unpopular with the local PD. He has a strong sense of right and wrong and is fiercely loyal to his friends, Kat and Oscar, with whom he shares an apartment.

KAT BLAKE



Sharp and cynical, Kat is a political activist with a talent for computer hacking. She's always had a mistrust of multinational corporations which borders on paranoia. Consequently, she has found fellowship in the hacker underground. She can be a little hard on Ethan sometimes, but this comes out of friendship, and she has his best interests at heart.

OSCAR RENTON



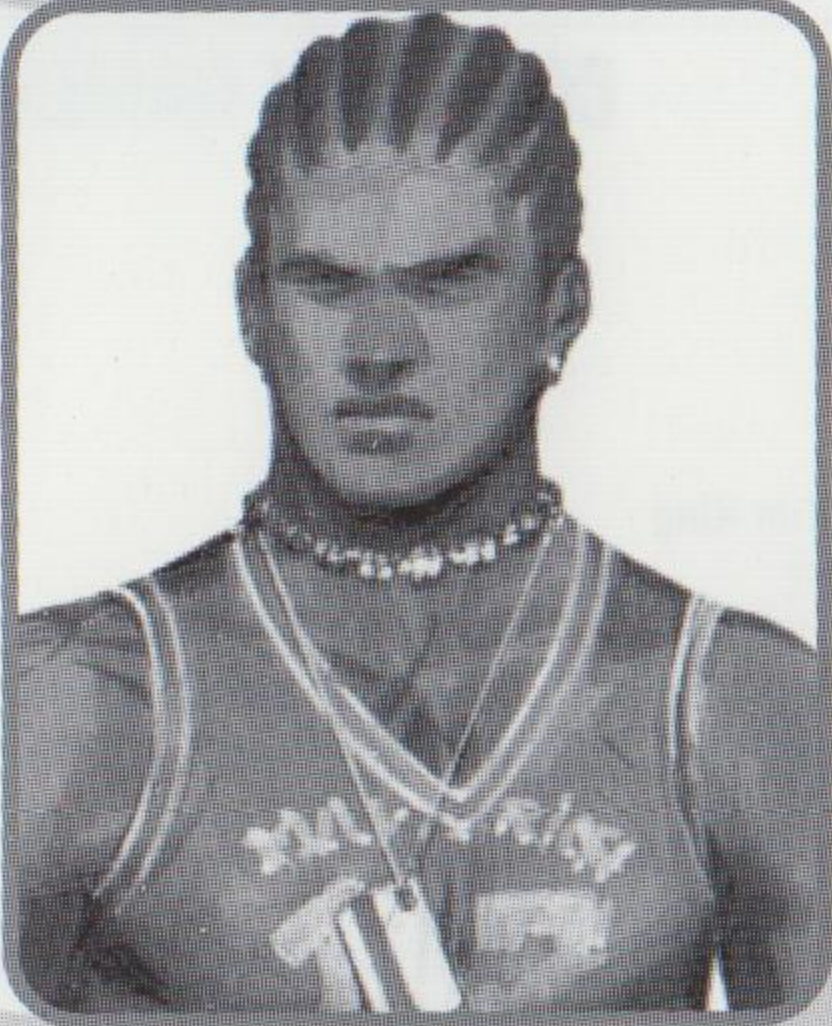
A child prodigy with a natural aptitude for science, Oscar was snapped up by the GCP before the ink was dry on his PhD. He was given the role of Lead Scientist in their Anti-Grav Division and discovered a way to generate limitless energy from gravitational fields. Just as he perfected the initial AirBlade™ prototype, the GCP withdrew his funding and closed down the project. Frustrated, he decided to leave the company, and take the AirBlade™ with him.

NAOMI BRYCE



Naomi is a society princess who takes advantage of her trust fund to live life to the full. She has connections with everyone in the city, from hackers and criminals to politicians and police. This makes her a vital source of information for Kat and Ethan.

THE INSIDER



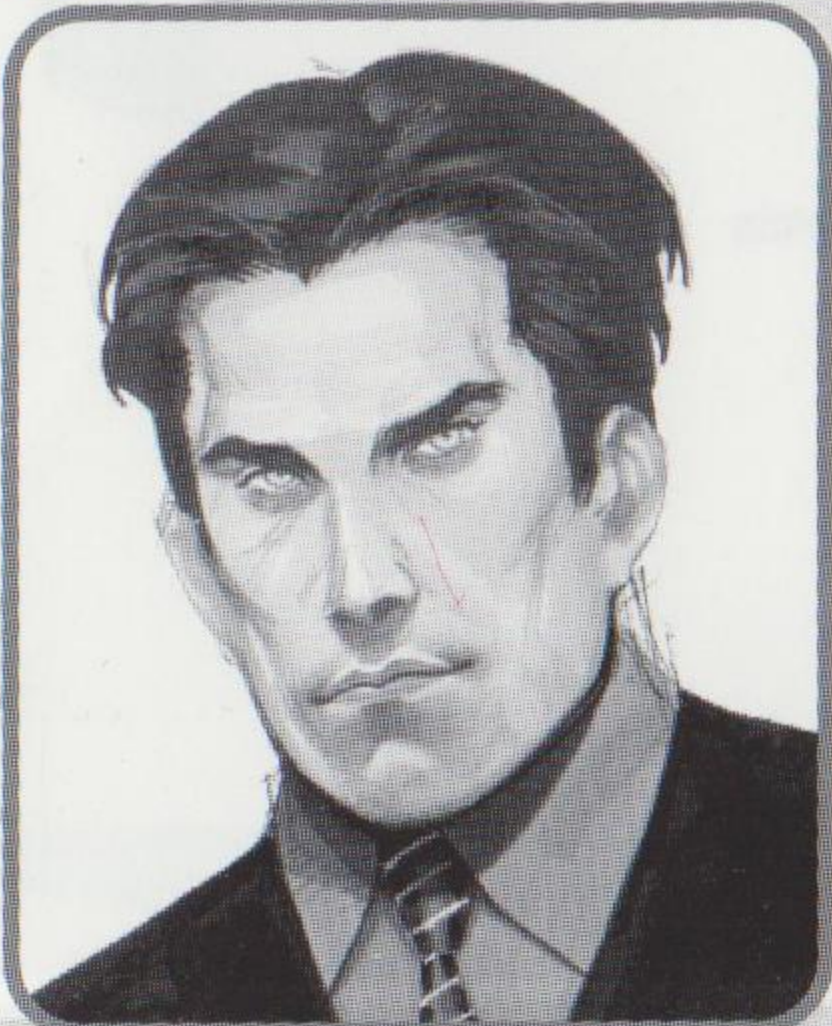
The Insider worked with Oscar as an engineer in the Anti-Grav Division. They became close friends after spending many hours working on the AirBlade™ together. When Oscar left the GCP, the Insider was told that he just didn't fit in with the company's work ethic, but something didn't ring true.

CLAYTON



A former cop who is now the GCP's head security officer and J.J. Sawyer's right-hand man. He deals with the business that Sawyer doesn't want to dirty his hands with. Clayton is a professional thug who can be as vicious as he is cunning.

J.J. SAWYER



A high ranking executive in the GCP Corporation who knows how to use his intelligence and charm to get what he wants. He won't tolerate anything that stands in his way. Ultimately, he answers only to the profit margin.

CREDITS

CRITERION GAMES

Head of Criterion Games
Creative Managers
Producer for Criterion Games
Game Designer
Lead Artist
Lead Programmer
Level Art and Design
Character Art and Animation
2D Art & Character design
Programming

Production Assistant
Additional Art
Additional Programming

Fiona Sperry
Paul Glancey, Alex Ward
Siobhan Reddy
Craig Sullivan
Ed Hayden
Sean Turner
Ed Hayden, Chris Healy, Tim King
Neil Manners, Peter Lake
Rasmus Jorgensen
Sean Turner, Paul Ross, Steve Lucas, Toby Nelson, Richard Thomassen,
Tom Williamson, Dominic Parrott, David Harvey
Krissy Venter
Jason Millson, Paul Mulliner, Lee Tibbetts, Chris Walley
Larry Docherty, The Renderware Team

MOTION CAPTURE

Motion-Capture Skaters
Motion-Capture Actors
Motion-Capture Production

Motion-Capture shooting and data processing by Centroid Motion Capture – www.centroid3d.com: Lynn Stilgoe, Phil Stilgoe, Leon Stilgoe, Eleanor Stilgoe, Mike Stilgoe, Ben Murray

AUDIO

Head of Audio for Criterion Games
Music Composition, Production and Mastering
Live Bass and Guitar
Live Drums
Live Keyboards
Live Vocals
Dolby Digital Mastering

Sound Effects
Sound Designer
Foley / Field Recordings

Audio Programming
Lead Programmer
Team Programmer
Additional Programming

Speech / Cutscenes
English Casting and Direction
English Studio
English Editing and Tracklaying
F I G S Editing and Tracklaying

Stephen Root
Steve Emney, Stephen Root
Greg Bone, Lee Pomeroy
Steve Emney
Stephen Root
Wayne Hernandez
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CD Duplication

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In Memory of Steve Brodie (1949 - 2001)



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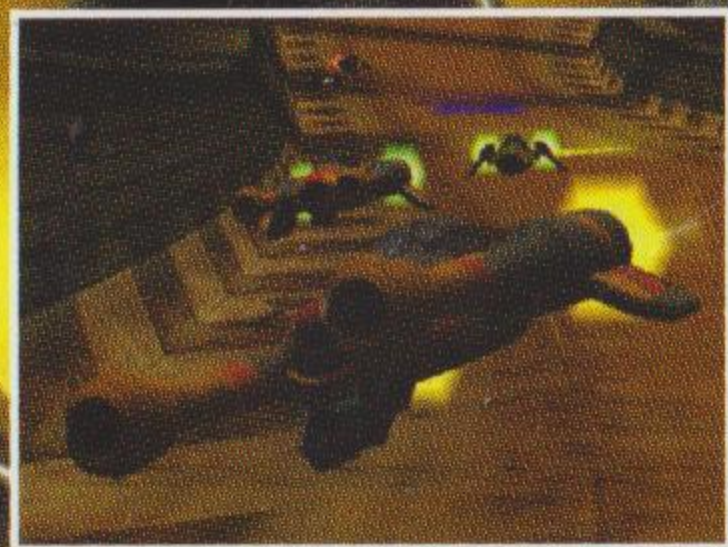
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